

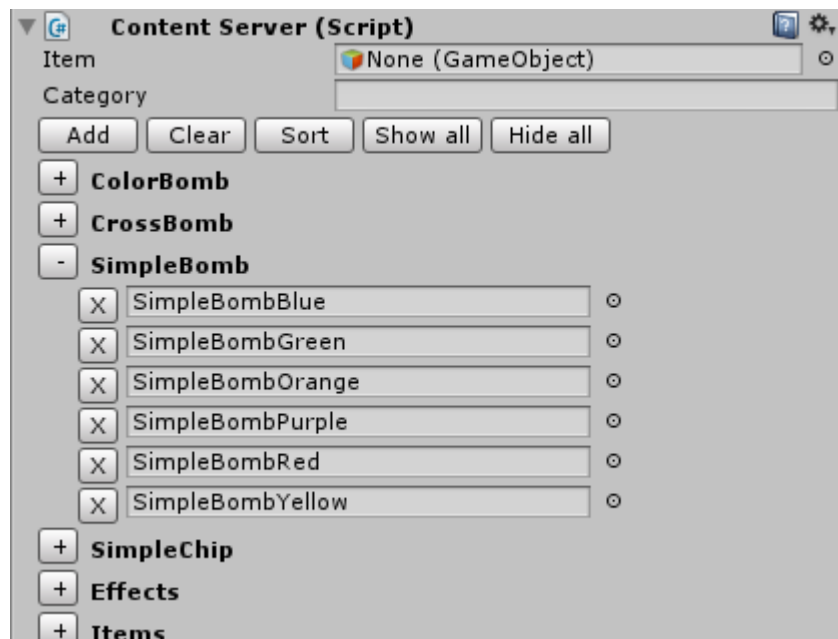


MANUAL

Use the scene *Yurowm / Match-Three / Scenes / Demo* as a starting point for creating your game.

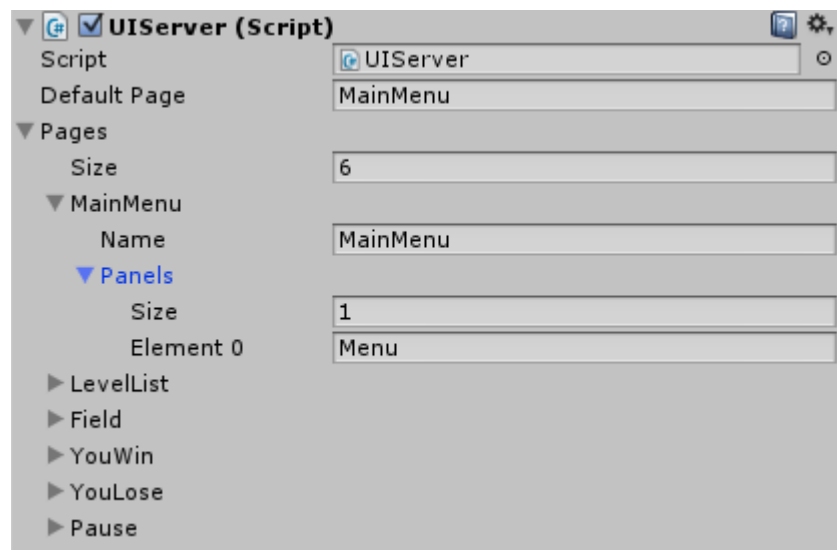
This scene contains the following objects:

1. **FieldCamera** — main camera in the project. It is managed by a component *FieldCamera*. This component is responsible for the animation of the camera.
2. **Core** — contains all the important components that are responsible for the logic of Berry Match-Three Engine.
 - **ContentServer** — this component stores all the necessary prefabs. *GetItem* function allows you to immediately create the necessary objects in the right place.



- **SessionAssistant** — the component responsible for the game logic. There you'll find functions such as *ScoreSession*, *JellySession* and *TimerSession*, which completely describe the modes of play.

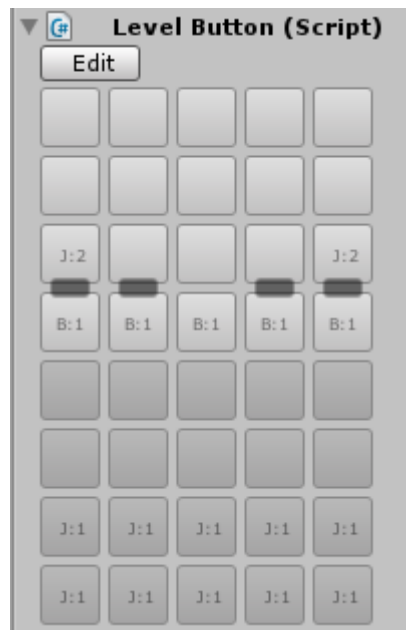
- **ControlAssistant** — component responsible for user interaction with chips.
 - **FieldAssistant** — component responsible for creating the playing field, it also contains all the information about it.
 - **AnimationAssistant** — component responsible for part of the animation on the playing field.
3. **EventSystem** — object is automatically created by Unity engine to interact with the native system UI 4.6.
 4. **UI** — game interface. This object has a very important component — *UIServer*. It is responsible for displaying of actual page at this time. List of pages you can see in the array *Pages*.



Children objects of UI, are components such as *CPanel* (panels). Their names are used to describe the contents of the pages in the component *UIServer*.

Also worth noting is that the names of existing pages there are used in the code of the Berry Engine, as well as multiple references of *UIServer*. Therefore, in the case of creation another interface, this fact should be considered.

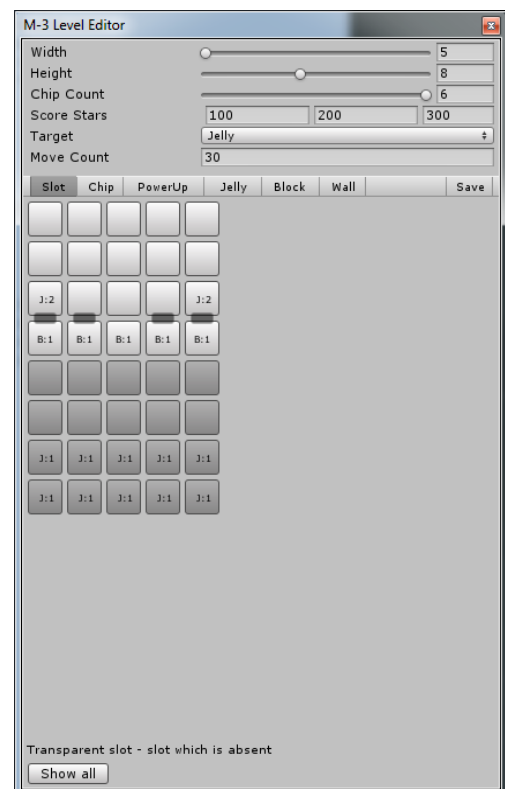
Particularly noteworthy panel *LevelList*. It contains level start buttons (*UI \ LevelList \ ScrollRect \ Grid \ ...*). To be more precise, the component responsible for launching is *LevelButton*. It also contains all information about level. You can click on *Edit* button and see all information in *Level Editor*. And also may make all necessary changes.



To add new level, you can duplicate one of existing levels, or use prefabs *Yurowm \ Match-Three \ Prefabs \ UI \ LevelButton*.

Level editor has a very simple design. The upper part of window contains level settings. Such as width, height, number of color chips, game modes, count of score points needed to complete, etc.

- **Width** — count of columns.
- **Height** — count of rows.
- **Chip Count** — count of possible colors chips.
- **Score Stars** — count value required to obtain appropriate count of stars to complete level.
- **Target** — choose one of game modes
- **Move Count** (only for Score or Jelly modes) — count of moves.
- **Session Duration** (only Timer mode) — session duration in seconds.



Next comes toolbar, it allows you to select edit mode and save result (*Save* button).

The following editing modes:

- **Slot** - allows to hide some of the slots, to make the level more complicated shape.

- **Chip** - configures chips by default. If the slot is gray, when you start level there will be no chips, if white - that will random color, if the slot has a color group, then this slot will have a random color for the group.
- **PowerUp** - allows you to put in the slot one of the super-chips.
- **Jelly** - allows positioned jelly at level for Jelly game modes.
- **Block** - allows you to place blocks on the field.
- **Wall** - allows to place walls preventing the movement.

Below the toolbar is preview of level.

At the bottom is region with tip and panel with supporting tools.